Subject: Bug with custom HUD icons
Posted by rrutk on Fri, 20 Feb 2009 17:26:58 GMT
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First time custom HUD icons (e.g. in a mod) are loaded, they apear broken.

See here:
 http://www.renegadeforums.com/index.php?t=msg&th=32139&start=0&rid=2 2815

Can TT fix this?

Or someone knows the reason for this?

I'm not the only one with this problem....

Subject: Re: Bug with custom HUD icons
Posted by Genesis2001 on Fri, 20 Feb 2009 21:04:36 GMT
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Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

Subject: Re: Bug with custom HUD icons
Posted by saberhawk on Fri, 20 Feb 2009 21:09:59 GMT
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Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.

Subject: Re: Bug with custom HUD icons
Posted by rrutk on Fri, 20 Feb 2009 21:25:29 GMT
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Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

No.

Also not related to my own topic, but why?:

"JFW_HUD_INI (Loads a new hud ini at runtime for the player it is attached to)

HUDINI (what ini file to load)
see bhs.txt for more details of the hud ini code"

Subject: Re: Bug with custom HUD icons
Posted by Veyrdite on Fri, 27 Feb 2009 12:21:48 GMT
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I've always had this problem as-well.
If you're using Targa, try DDS. Else the other way around.

Subject: Re: Bug with custom HUD icons
Posted by jonwil on Sat, 28 Feb 2009 09:34:35 GMT
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The bug in question is definatly fixed in 4.0

Subject: Re: Bug with custom HUD icons
Posted by rrutk on Sun, 01 Mar 2009 16:04:01 GMT
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what caused it?

Subject: Re: Bug with custom HUD icons
Posted by YazooGang on Wed, 18 Mar 2009 19:14:31 GMT
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Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009
16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom
hud.ini's stored *inside* a .mix/.pkg map? =/

No.
I'm not against Saberhawk, but Reborn has their hud.ini in always.dat.

Subject: Re: Bug with custom HUD icons
Posted by TruYuri on Wed, 18 Mar 2009 21:15:33 GMT
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YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

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Okay? What exactly does that have to do with it?

Subject: Re: Bug with custom HUD icons
Posted by YazooGang on Thu, 19 Mar 2009 00:23:09 GMT
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TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

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Man, reread the posts, then post. You just made a failure post. Thanks!

Subject: Re: Bug with custom HUD icons
Posted by saberhawk on Thu, 19 Mar 2009 01:02:37 GMT
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YazooGang wrote on Wed, 18 March 2009 20:23TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

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always.dat != map mix file

Subject: Re: Bug with custom HUD icons
Posted by TruYuri on Thu, 19 Mar 2009 05:39:57 GMT

Saberhawk wrote on Wed, 18 March 2009 19:02YazooGang wrote on Wed, 18 March 2009 20:23TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

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always.dat != map mix file

My point exactly.

Subject: Re: Bug with custom HUD icons
Posted by Dreganius on Thu, 19 Mar 2009 12:05:48 GMT

YazooGang wrote on Thu, 19 March 2009 11:23TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009 16:04Somewhat related, and I don't mean to hi-jack your thread, but is it possible to have custom hud.ini's stored *inside* a .mix/.pkg map? =/

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That itself was a failure post..

Reborn is a Standalone game, and therefore NOT a .pkg...
It uses its own always.dat file, etc, etc. Think of a .pkg as an add-on to Renegade, and Reborn as another game that simply uses Renegade's engine.

Subject: Re: Bug with custom HUD icons
Posted by YazooGang on Thu, 19 Mar 2009 19:22:46 GMT

Dreganius wrote on Thu, 19 March 2009 13:05YazooGang wrote on Thu, 19 March 2009 11:23TruYuri wrote on Wed, 18 March 2009 15:15YazooGang wrote on Wed, 18 March 2009 13:14Saberhawk wrote on Fri, 20 February 2009 15:09Zack wrote on Fri, 20 February 2009

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Man, Always.dat is made like a pkg file, they make Always.dat by exploring file as a pkg and naming it always.dat. your a modder? Yeah right.

Subject: Re: Bug with custom HUD icons
Posted by TruYuri on Thu, 19 Mar 2009 21:15:32 GMT
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YazooGang wrote on Thu, 19 March 2009 13:22
Man, Always.dat is made like a pkg file, they make Always.dat by exploring file as a pkg and naming it always.dat.

Uh, no. I don't think so. And even if this does work, it is an incredibly inefficient way, using XCC Mixer to just delete/add files is incredibly easier. I have to do this a lot, actually, with the work I do over at Bluehell Productions.

Subject: Re: Bug with custom HUD icons
Posted by StealthEye on Thu, 19 Mar 2009 22:27:36 GMT
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Both are MIX archives. The main difference is that always.dat and similar files are available at game start and "always" loaded. The .mix packages for maps and .pkg files for mod packages otoh are opened when a game with that mod/map is started. I assume the hud.ini is loaded on game start so including it in the always files may work, but including it in a .pkg does not.

Subject: Re: Bug with custom HUD icons
Posted by Ghostshaw on Thu, 19 Mar 2009 22:46:18 GMT
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Hud.ini is not loaded on game start, its loaded on dll load.

Subject: Re: Bug with custom HUD icons
Posted by StealthEye on Thu, 19 Mar 2009 23:00:26 GMT

Uhm yeah, with "game start" I meant "Renegade startup" in that case... My bad, thanks for clearing that up.